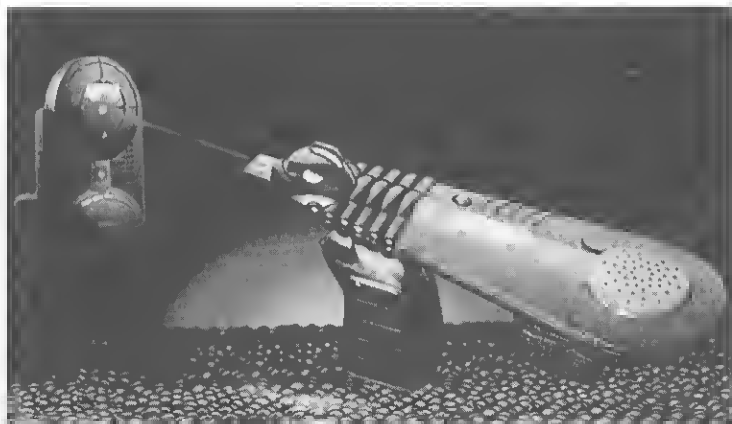


TIGER ELECTRONICS
INC.®

Ages 8 and Up
Model 7-941



SPORT PACK INSTRUCTIONS

TIGER ELECTRONICS
INC.®

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980 Woodlands Parkway, Vernon Hills, Illinois
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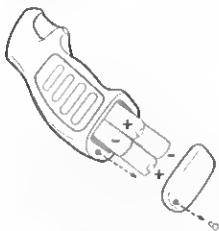
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GETTING STARTED

STEP 1: BATTERY INSTALLATION

- 1) To install batteries, use a Phillips head screwdriver to open the battery door.



- 2) Insert 4 x 1.5V "AA"/"UM-3"/"LR6" batteries (or equivalent) making sure to align the "+" and "-" as shown. Tiger recommends DURACELL® Batteries.

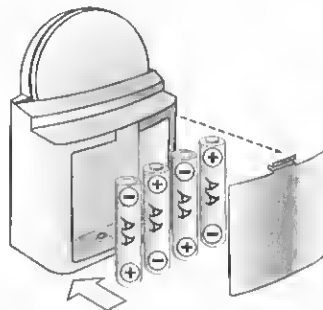


- 3) To ensure proper function:
 - Do not mix old and new batteries
 - Do not mix alkaline, standard or rechargeable batteries

- Battery insertion should be done by an adult
- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are to be removed from the toy before being charged (if removable)
- Rechargeable batteries are only to be charged under adult supervision (if removable)
- Only batteries of the same or equivalent type as recommended are to be used
- Batteries are to be inserted with the correct polarity
- Exhausted batteries are to be removed from the toy
- The supply terminals are not to be short-circuited

STEP 2: BATTERY INSTALLATION FOR THE TARGET

- 1) To install batteries, have an adult open the battery compartment door at the back of the game. To remove cover press and push battery cover upward.



- 2) Insert 4 x 1.5V "AA"/"UM-3"/"LR6" batteries (or equivalent) making sure to align the "+" and "-" as shown. Tiger recommends DURACELL Batteries for optimum performance.



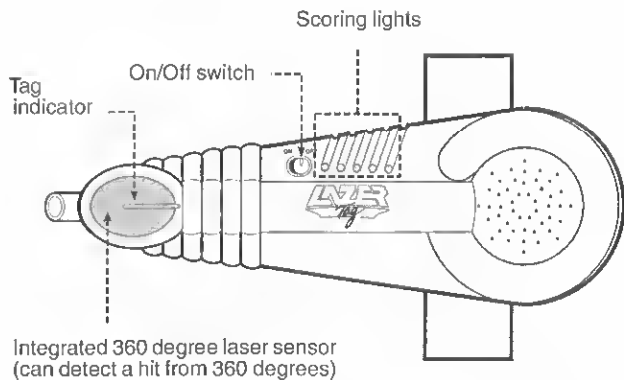
3) To ensure proper function:

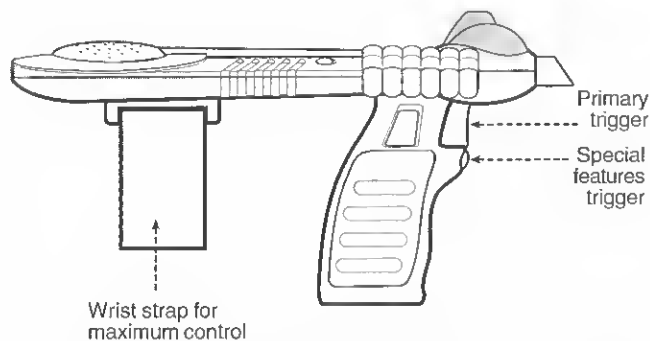
- Do not mix old and new batteries
- Do not mix alkaline, standard or rechargeable batteries
- Battery insertion should be done by an adult
- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are to be removed from the toy before being charged (if removable)
- Rechargeable batteries are only to be charged under adult supervision (if removable)
- Only batteries of the same or equivalent type as recommended are to be used
- Batteries are to be inserted with the correct polarity
- Exhausted batteries are to be removed from the toy
- The supply terminals are not to be short-circuited

STEP 3: USING YOUR LAZER TAG™ UNIT

Your Lazer Tag™ unit has been designed with performance and features to ensure exciting action-packed games.

SLEEK, SMOOTH DESIGN FOR EASY HANDLING





- 1) To turn your unit on, slide the ON/OFF switch to the ON position. You will hear your unit power up.
- 2) There are two triggers on the handle of the unit.
 - a. The main trigger activates the laser strike.
 - b. The secondary trigger activates the special features

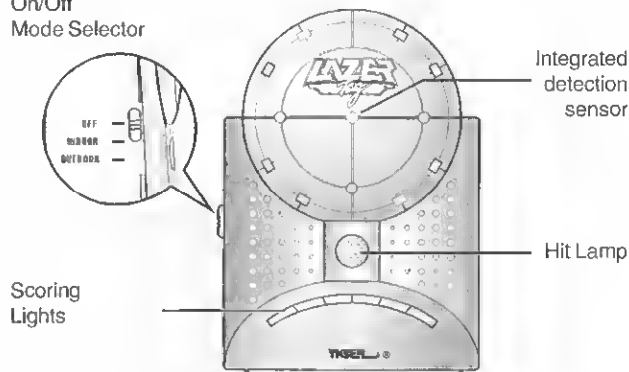
- 1) To emit a single laser strike, press and release the main trigger once
- 2) To emit a rapid continuous strike, press and hold the main trigger

NOTE: The rapid/continuous strike may only be used for 5 seconds at a time. After 5 seconds, the unit will only be able to emit a single strike for 10 seconds.

STEP 4: USING YOUR LAZER TAG™ TARGET

Compete with a friend for the highest score or practice by yourself to increase your skills.

On/Off
Mode Selector



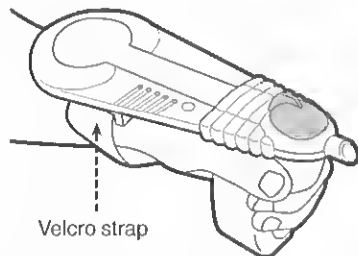
- 1) To turn your unit on, slide the ON/OFF switch to the INDOOR position for indoor play or OUTDOOR position for outdoor play, you will then hear your unit power up.
- 2) To practice using the target, aim at the sensor and fire a laser strike. A successful tag will cause the hit lamp to light up and the scoring LED's will indicate a hit.

OFFICAL LAZER TAG™ SPORT RULES

RULES FOR TWO PERSON AND TEAM PLAY

The object of the game is to tag out your opponents before you are tagged out. The last person not tagged out is the winner!

Strap the Lazer Tag™ unit securely to your wrist using the velcro strap.



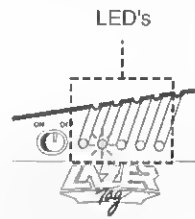
All players must turn their Lazer Tag™ unit on at the same time to begin the game. Players should not turn their unit off and on during the game.

Players cannot shield the dome of the laser sensor with their hand, clothing or any other object.

When a player has received 10 hits that player is out of the game and cannot continue playing.

LAZER TAG™ UNIT SCORING

1. Scoring for the game is indicated by the 5 red LED's on the top of the unit.
2. During normal play, the LED's will flash sequentially.
3. It requires 2 "hits" to eliminate one "life". Each single LED represents 2 lives.



The first hit changes the LED to a solid ON nearest the front of the unit.

The third hit changes the second LED to solid on.

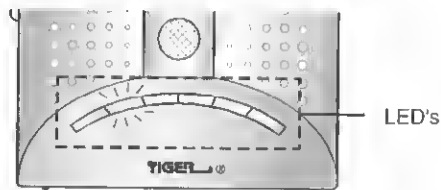
The fifth hit changes the third LED to solid on.

The game continues this way until 10 hits then the unit will indicate a game over and the LED's will turn off.

*****NOTE:** Once a player has been hit 10 times, the unit will not function until it is turned off and then on again. If the player does not turn the unit off, it will beep periodically to remind the player to turn it off.

TARGET SCORING

- 1) Scoring for the game is indicated by the 5 red LED's on the front of the unit.
- 2) During normal play, the LED's will flash sequentially
- 3) It requires 2 "hits" to eliminate one "life". Each single LED represents 2 "lives".
- 4) When the target is "tagged" for the first time, the left LED will turn to solid on.



The third hit changes the second LED to a solid ON.

The fifth hit changes the third LED to solid on

The game continues this way until 10 successful tags then the unit will indicate a game over and the LED's will turn off.

*****NOTE:** Once the target has been tagged 10 times, the unit will not function until it is turned off and then on again. If the player does not turn the unit off, it will keep periodically until it is turned off.

LAZER TAG™ UNIT SPECIAL FEATURES

SUPER STRIKE: The SUPER STRIKE is a single strike with the power of 10 regular strikes.

To activate SUPER STRIKE the player must press the regular trigger and the special feature trigger at the same time.

*******Game tip:** A player may only use SUPER STRIKE once during a game so make sure it is used wisely. If SUPER STRIKE misses, it may not be used again.

FORCE FIELD: The FORCE FIELD allows a player to "block" a laser strike and avoid a "hit" from an opponent.

To activate FORCE FIELD the player presses the special feature trigger.

The FORCE FIELD is activated for 3 seconds during which your unit is shielded from hits.

The FORCE FIELD may only be used 3 times during a game.

GAMES FOR TWO PERSONS:

With two players, you are ready to play Lazer Tag™! The most simple version of Lazer Tag™ is to try to hit your opponent 10 times before he gets you 10 times.

Aim your Lazer Tag™ striker at your opponent's unit. If your aim is good and the laser strike connects with the red dome of the laser target you'll hit your opponent!

TEAM PLAY:

Lazer Tag™ is really fun for teams! The possibilities for team play are endless! You are limited only by your imagination.

FREE FOR ALL - The object of the game is to "tag out" all the players on the opposite team before they tag your players out. There are no physical boundaries to the game and no time limit.

THE BOX - Similar to Free For All, the object of the game is to "tag out" all opposing players before they tag your team out. Since The Box is played within

boundaries, it's up to you to set them, perhaps a playing field or an area in your backyard. It's a fast paced game given that there's nowhere to hide.

TIME OUT - The object of this game is to score as many points as possible during a set amount of time. Each hit that an opponent receives counts for one point. The Lazer Tag™ unit will only count to 10 points, so no player can have more than 10 points scored against him. Play for 15 minutes and see how many points you and your teammates can score!

CAPTURE THE TARGET - This game is similar to the classic Capture the Flag except the two teams attempt to "tag out"

DEFECT OR DAMAGE

If a part of your product is damaged or something has been left out, DO NOT RETURN THE PRODUCT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONICS, INC. REPAIR DEPT.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your product, product's model number, and tell us briefly what the problem is. Also, include sales slip, date, place of purchase, price paid, and your return address, we will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$15.00 for each Lazer Tag™ unit sent and U.S.\$9.00 for each Lazer Tag™ Target unit sent. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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